

<b>Short Title:</b>	Final Year Project (Phase 2) <b>APPROVED</b>
<b>Full Title:</b>	Final Year Project (Phase 2)
<b>Module Code:</b>	DMED H4024
<b>ECTS credits:</b>	15
<b>NFQ Level:</b>	8
<b>Module Delivered in</b>	<a href="#">2 programme(s)</a>
<b>Module Contributor:</b>	Daniel McSweeney
<b>Module Description:</b>	<p>The final year project is divided into two phases, which aim to provide students with an opportunity to undertake a substantial, individual digital media project and take responsibility for a full project life cycle. The project will enable students to consolidate and further their chosen area of study, and integrate knowledge and skills acquired from other modules that are part of this course.</p> <p>Phase 2 of the project concentrates on • Development of a digital media work following design and prototyping phases • Demonstration of professional level expertise in the development and integration of media assets and final works. • Demonstration of creativity and innovation in the development of a solution • Evaluation of work through reflection, peer review, users testing etc. • Participate in a public exhibition of work • Valorise final outputs through public demonstrations, social media awareness and other relevant channels.</p> <p>Specifically this module aims to: • Develop the students project management skills by adhering to industry standard project management techniques • Develop the students ability to make design and implementation decisions with regard to usability, accessibility, scope, compatibility, aesthetics, cost, and technical feasibility; • Develop core digital media asset creation skills to a professional standard; • Develop the students ability to turn around projects with the most efficient use of time, facilities, equipment and skills; • Develop the students ability to critically analyse their work as a viable product.</p>
<b>Learning Outcomes:</b>	
<i>On successful completion of this module the learner will be able to</i>	
<ol style="list-style-type: none"> <li>1. Describe best approaches to development, testing and implementation.</li> <li>2. Identify appropriate development and testing technologies</li> <li>3. Identify appropriate audience, user or product testing techniques where appropriate</li> <li>4. Demonstrate creativity and innovation during development and testing</li> <li>5. Design an engaging public display of work</li> <li>6. Work individually and demonstrate independent learning</li> <li>7. Plan, undertake and document a substantial project development process to a professional standard</li> <li>8. Develop media and assets to a professional standard</li> <li>9. Critically analyse their own progress and development decisions</li> <li>10. Describe efficient project workflows that allow project turn around with the most efficient use of time, facilities, equipment, and skills</li> <li>11. Describe and apply relevant technical and academic findings</li> <li>12. Describe and reflect on the problems and challenges arising from the development and testing of a non-trivial digital media project conducted over a sustained period of time</li> <li>13. Develop a range of materials to assist in the valorisation of results</li> <li>14. Implement a display of completed work in a public setting</li> </ol>	

**Module Content & Assessment**

**Indicative Content**

No indicative content

**Indicative Assessment Breakdown**

Course Work Assessment %

%

100.00%

**Course Work Assessment %**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Design phase	1,2,3,6	20.00	n/a
Project	Development phase	4,6,7,8,9,10,11,12,13	50.00	n/a
Project	Testing	3,9	10.00	n/a
Exhibition Evaluation	End of year show	4,5,13,14	10.00	n/a
Portfolio	Documentation	1,4,7,10,11,12	10.00	n/a

No Final Exam Assessment %

**Indicative Reassessment Requirement**

**Repeat the module**

*The assessment of this module is inextricably linked to the delivery. The student must reattend the module in its entirety in order to be reassessed.*

**ITB reserves the right to alter the nature and timings of assessment**

**Indicative Module Workload & Resources**

<b>Indicative Workload: Full Time</b>	
<b>Frequency</b>	<b>Indicative Average Weekly Learner Workload</b>
Every Week	15.00
Every Week	285.00

<b>Resources</b>
<i>This module does not have any book resources</i>
<i>This module does not have any article/paper resources</i>
<i>This module does not have any other resources</i>

**Module Delivered in**

Programme Code	Programme	Semester	Delivery
BN_DDME8	<a href="#">Bachelor of Arts (Honours) in Creative Digital Media [240 ECTS credits]</a>	8	Mandatory
BN_DDMEB	<a href="#">Bachelor of Arts (Honours) in Creative Digital Media [Add on 60 ECTS credits]</a>	2	Mandatory